

ON THE ROAD TO IMPASSABLE....

← M. Impassable

FAT, FIERCE
DRAGON
↓

FAIRY
CROSSING

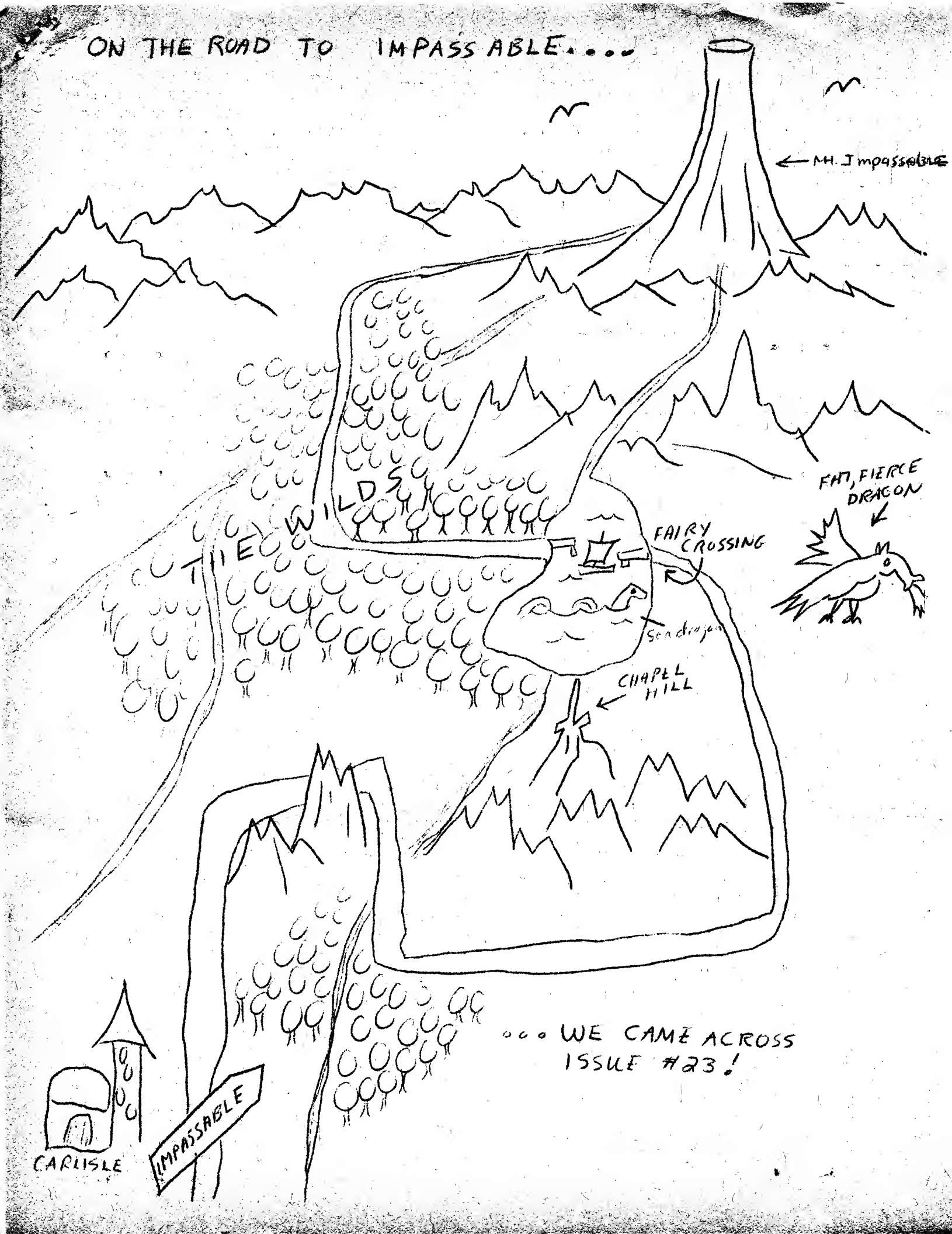
Sand dragon

CHAPEL
HILL

... WE CAME ACROSS
ISSUE #23!

CARLISLE

IMPASSABLE



Impassable is a journal of postal Diplomacy published and edited by John Boyer 117 Garland Drive, Carlisle, PA 17013. Phone: (717) 249-1343, between 9:00 and 10:30 p.m. EDT from Mondays through Fridays. Sub rate to Impassable is 12/\$2. It is 6/\$1 for new bloods. This gamezine is a subsidiary of Chapel Hill Publications founded in March of 1972.

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RECENT TRADES AND OPENINGS

Okay, some more stuff has piled up on my desk. Rummaging through the pile brings the following up:

The Pouch. c/o Nicholas A. Ulanov, 60 East 8th Street, New York, NY 10003. This is a relatively new zine put out by a group. Subs are 10/\$1.80. They don't have any specific openings, but they do say they'll run any games people want to play. So, give them some money (oops! I believe the game fee is free--you only have to pay for the sub) scratch that--just drop them a note and let them know you're alive and nutty enough to join another game. Still, you have to send them money for the sub. Put out by a group of New Yorkers, the quality of the zine is a pleasingly high level. Done by mimeo on white paper, it is easy to read. Last, they don't seem to mind writing about controversial topics like politics and local dippy politics. Well worth your money.

The Rigot. David Staples, RR 1, Box 120, Fargo, ND, USA 58102. Subs are \$1 for: 9 issues third class (shipped in 3's), 8 overseas third class (shipped in 2's); North American first class gets you 7 issues, air-mail gets you 6 issues; Overseas First class, 5; Overseas Airmail, 4. Has a few openings in regular diplomacy at sub rate plus \$2.00 deposit. Says two spots will go $\frac{1}{2}$ price (\$1 deposit) to first two new subscribers, and two to first two trading subscribers. One spot will go free to first current subber not in a Rigot game now. I suppose the info on the discounts are now old, but the regular prices still apply. This zine used to be mimeo on the long sheets but it is now on regular sized paper and done in ditto. Many consider this zine the opposite of Graustark--namely far right. Depends where you stand, I guess. A good zine to get if you like political articles.

Blood & Iron. Lewis Pulsipher, 423 N. Main, Bellevue, MI 49021. This zine is described by its publisher as "a forum for discussion of Diplomacy variants, multi-player games, and wargaming in general." Subs are 7/\$1.00 or a single issue for 2 8¢ stamps. The last issue covered in detail Rod Walker's Aberration IV. Rules and map were included. If you like discussions on games: their worth, and their design along with some miscellaneous material, then this is the zine to get.

SPQR. James Massar, 127 N. Emmons St., Dannemora, NY 12922. This zine has game openings in variants, and in particular, has openings in Youngstown Variant. With slight modifications (ask him, not me) it is available at \$1 plus \$3 returnable deposit plus \$2.50/yr sub. Also, in " ", he opened a bourse game for people to play and speculate with national currencies of the seven major powers. See him for more information. A reliable publisher that keeps his stuff coming out until you don't want it anymore! Worth your bread.

Well, the list is shorter this time around. I suppose because of the DipCon and the usual summer slack/slowdown. But, I might as well as bore you people again with more exciting information of my own zines. First, there's Aquarius. The last two issues ran 24 pages each filled with mostly press (about 95%) and carries one game each of: Diplomacy, Bourse, Council of Nations, Soccer League, etc. The big point is, of course, press releases. Anyone who subs for the paltry \$3.00 for 12 issues gets to play in anything but Diplomacy. Also, you are allowed to write press. The zine is for press writers--if you can't write--don't bother me!

The IDA's Diplomacy Review is its official newsletter that covers the organizational news and also provides a forum for discussion of hobby problems and topics. Join the IDA for \$2.00 by sending your check to the V.P./Treasurer, Walter Buchanan, RR#3, Lebanon, IN 46052. This gets you the zine plus full rights as a member of the IDA. Membership jumped at Chicago to 174 members strong. Walt and I have a running bet on it reaching 200 this year. If it does, I give him something, if it doesn't, he'll have to give me something. Well, you can see why I'm against it all--who wants to go crazy putting out 200+ copies? This Impassable is tough enough at slightly over 100! Oh well. Don't forget to make that check to: International Diplomacy Association! Join now and get the chance to vote in the elections!

Scotice Scripti III, Spring 1017

Connacht(Schleinkofer): A Tuam S A Sligo,
A Sligo S A Tuam
England(Swies): A Derby-Chester
Kymru(Reinsel): F Mona-Chester Bay, F
Gwynedd S F Mona-Chester Bay, F Cardigan-
Cardigan Bay, A Buelit S A Powys-Cardigan,
A Powys-Cardigan, A Stadford-Stratford,
A Berkeley-Glouchester
Leinster(Hilliker): A Meath-Roscommon, A
Anghaile S A Meath-Roscommon, F North St.
George Channel-Bristol Channel, F South
Irish Sea-Mona Bay, A Dyfed-Deheubarth
Munster(Cooper): NMR. A Thomond H, A
Limerick H, A Cashel H, A Leitrim H, F
Tralee H
Orkney(Keller): A Skye-Sutherland, F Man-
Irish Sea, F Islay Firth-West Islay Firth,
F Minch-Islay Firth
Scotland(Tonnesen): A Durness-Strathnaver,
F Lismore(NC) S Orkney A Skye-Sutherland,
F Lorne Bay-Lorne(NC), F Kintyre-North
Irish Sea, F Dundrennan S F Kintyre-North
Irish Sea, A Cumberland S English A Derby-
Chester, A York-Derby, F Chester Bay S
Orkney F Man-Irish Sea/r/
Ulster(Nielsen): NMR. A Roscommon H/r/,
A Erne H, F Down H, F Drogheda Bay H

SUMMER & FALL 1017 ORDERS due Friday, July
27, 1973 at noon, EDST.

Game Analysis--I don't know what went wrong!
I'm pretty far off with the predictions, etc.
that I think I'll quit while I'm still afloat.

Press--

Scone--King Malcom II has been on a cruise to
many nations. He has not yet returned so his
second in command has issued orders. MacInter
the Soft-Hearted, King Malcom II second in
command, hoped his moves upset no one or
offended no one. MacInter the Soft-Hearted
also stated that King Malcom II will make a
state of the Scripe message when he returns.
Kymru to Richard the Norseman!--We will be
glad to sit in on the talks about a pro-
tectorate of "Derby"!
Kymru to Connacht--"Greetings from one
civilized country to another!"

Game 1970BJ, Spring 1908

Austria(Beyerlein): F Aeg-Sny, A Con-Sny,
A Bul-Ser, A Ukr-Rum, A Mos-War/r/, A
War-Gal, A Gal-Boh, A Vie-Tri, A Sil S
A Ber, A Ber S Ger A Kie-Mun/nso/
England(Thomas): F Yor-Nth, F Cly-Edi
Germany(Cooper): NMR. F Bal H, A Ruh H,

F Hol H/r/, A Kie H
Italy(Phillips): F Sny S Rus A Ank-Con,
F Nap-Ion, A Rom-Ven, A Ven-Tyr, A Mun-Boh,
A Mar-Bur, F Spa(NC)-Mid, F Nwg-Nat,
F Eng S A Bel, A Bel S F Nth-Hol, F Nth-
Hol, A Tri-Ser, A Gas-Par/nsu/
Russia(Richter): A StP-Mos, A Liv S A StP-
Mos, A Ank-Con, F Now-Swe, F Bla S A Sev,
A Sev S A StP-Mos

SUMMER & FALL 1908 ORDERS due Friday, July
27, 1973 at noon, EDST.

Press--

Rome(Gas-Par)--The Austrian statement of
intent to order Tri-Tyo F07 is on file, but
Vienna's failure to respond to Italian com-
munications seems to make it certain that a
very black view is being taken of Italian
actions in that season by the Dual Monarchy.
I'm left with no choice, Doug, and much as
it was a pleasure to be allied with a great
like you, I can't say I'm sorry. Better I
should fight you now, when I should win,
then later, when I would lose. I was
sweating blood for a while there.
St. Petersburg--In a speech to the officers
of the Russian 2nd Army today, Czar Marko-
laus I quipped, "The situation to the south
of us just goes to show that Austrians are
no smarter than small Frenchmen or crazy
Germans." The Austrians do have the advan-
tage of interior lines, of course, but it
seems now that they may be faced the wrong
way (causing a slight supply problem)!

Game 1972AZ, Spring 1907

Austria(Osmanson): A Mun-Tyr, A Boh S A
Mun-Tyr, F Ion-Tun, F Aeg C A Bul-Sny,
A Pru-Liv, A Sil-War, A Mos S A Sil-War/r/,
A Arm S A Bul-Sny, A Ser-Rum, A Tri S A
Mun-Tyr, A Bul-Sny
England(Wiskow): A Ruh-Mun, A Bel-Ruh, A Kie
S A Ruh-Mun, A Ber S A Ruh-Mun, F Bal S
A Ber, F Nor-Nth, F Swe-Bot, F Bar H, A
Lon H, A Liv-Mos, A StP S A Liv-Mos
France(Mahler): A Rom S A Nap-Apu, A Ven S
A Pie-Tyr, F Iyo-Tyr, A Nap-Apu, F Tyr-Nap,
F Sny S Ita F Con H/nso/r/, F Wes-Tun,
A Bur S Eng A Ruh-Mun, A Pie-Tyr, F Mar-
Iyo
Italy(Hollingsworth): F Con S Aus A Bul-Sny
Turkey(Thomas): A Ank S Ita F Con

SUMMER & FALL 1907 ORDERS due Friday, July
27, 1973 at noon, EDST.

Press on next page--

Press--

Budapest--The nation is in panic as the cry is heard across the land, "The British are coming! The British are coming!...And so are the French!"

Radio Free Clyde(Liv-Mos)--Well Howard, where shall we celebrate our victory...Vienna? Budapest? Perhaps Trieste? Oh, by the way, William, would you be interested in catering this affair? If you're interested, please let us know by Fall, 1909.

Tolkien of LWOW--Eleven Rings for the English King in his pigsty, Eleven for the Drool Lord with his head of stone, Ten for the Stenchies doomed to fry, One for the Slav Lord on his dark throne, In the Land of Po where the Riches lie. One Ring to rule them all,....

Ankara via Paris--In a stirring ceremony, Sultan Thomas has made the Italian exiles as well as the French sailors honorary Turks. French Press Secretary Rong Ziegliar has termed all former statements concerning war with Italy inoperative. After all, we Turks must stick together. Right D.H.?

Game 1972EG, Autumn & Winter 1906

Autumn 1906--Russia R A War-Liv

Winter 1906--

Austria(Pyle): B A Vie
England(Keller): B F Lvp
France(Murray): R F Mid
Italy(Hrbek): B F Nap
Russia(Fish): R F Bla
Turkey(Tovson): SP

SPRING 1907 ORDERS due Friday, July 27, 1973 at noon, EDST.

Winter 1906 Positions--

Austria: A Mun, A Tyr, A Boh, A War, A Ukr, A Rum, A Bul, F Con, A Bud, A Vie (10);
England: A Bre, F Eng, A Pic, A Bur, A Wal, F Hol, F Nth, F Swe, A Kie, F Lvp (10);
France: A Par (1); Italy: F Por, E Spa(SC), A Gas, A Mar, A Naf, F Aeg, F Nap (7);
Russia: A Liv, A Ber, F Bal, A Ank, A Sil (5); Turkey: F Smy (1)

Press--

Vienna (LRV)--December 14. King Ginzo of Italy today visited Princess Catherine as the first suitor allowed passed the palace gates by the Dictator. The whole country is now filled with the greatest joy over the successes of the Italian and Austrian armies and fleets in this war that has been going on for six years now and the thoughts of a royal

marriage between King Ginzo and Princess Catherine has only increased this joy. As Princess Catherine descended the stairs and approached King Ginzo, she was heard to ask King Ginzo "Is that a pistol in your pocket or are you glad to see me?"

Game 1972BW, Summer & Fall 1906

Spring 1906 revisited--France did have orders and I found them. Changes were, Eng: A Pie-Mar, F Eng C A Pic-Wal, A Pic-Wal. Other adjudications remained the same.

Summer 1906--Italy R A Mun-Boh

Fall 1906--

England(Nielsen): F Nth-Den, F Lon-Nth, F Nwg S F Lon-Nth

France(DePrisco)--A Wal-Lvp, F Eng-Wal, A Mar-Bur, A Hol H, A Bel S A Hol, A Ruh S Ita A Ber-Mun

Germany(Davies): A Mun-Ber/r/, F Ska-Den

Italy(Lindauer): A Alb S F Gre H, A Ber-Mun, A Boh-Sil, A Bud S A Vie-Gal, A Ser S F Gre H, A Tri-Tyr, F Gre H/a/, F Nap-Apu, F Tyr-Tun, A Vie-Gal

Russia(Knudsen): F Nor S F Swe, F Swe S F Nor, A Fin-StP, A Rum-Ser, A Sev-Ukr, A Gal-Bud/r/, A Sil S Ger A Mun-Ber

Turkey(Abbott): F Ion-Alb, A Bul-Gre, F Aeg S A Bul-Gre, F Eas-Ion, A Con-Bul

AUTUMN & WINTER 1906 ORDERS due Friday, July 27, 1973 at noon, EDST.

Press--

Reykjavik, Iceland--The regular news correspondent is presently on his way to the continent, where he will be reporting from, beginning this Winter. Before he left, he made some predictions concerning what the Winter 1906 supply center count would be. Here they are: Austria 0, (this first one he had practically no trouble at all; from here on is where the real trouble began), England 2, France 8, Germany 2, Italy 10, Russia 7, Turkey 5.

Harvey to Bill--Well, you outguessed me in the Spring, and now let's see if you do as well in the fall. My whole defense and your offense, rests on whether Russia moves A Rum-Ser so you can retake Greece. If I knew that he was going to do so, then I wouldn't even bother to defend Greece since it isn't defensible. Instead, I would try to recapture the Ionian. If I knew that he wasn't going to do so, then Greece is defensible, and I would defend it, thus getting a build. My problem was that I didn't know whether he would go A Rum-Ser, or not. I solved it in the only logical manner; I

(cont. next page)

flipped a coin. Here you see the results of that flip, (in my moves.)

Impassable--You should've asked Jimmy the Greek!

Game 1972CD, Spring 1906

England(Schleinkofer): F Kie-Bal, F Ska-Swe,
A Den S F Ska-Swe, F Nth-Nor, F Edi-Nwg
France(McKeon): A Mun-Tyr, A Bur-Mar, A Par-
Bur, A Ber B, A Hol-Bel, F Mar-Iyo, F
F Naf-Tun, F Wes S F Naf-Tun, F Tyr S
F Naf-Tun/r/

Germany(Ray): NMR. F Bal H

Italy(Morris): A Vie-Tyr, A Bud-Ser, A Rum
H, A Ser-Alb, F Syr-Smy, F Eas S F Ion,
F Ion S F Nap-Tyr, F Rom S F Nap-Tyr, F
Nap-Tyr

Russia(Brennan): A Sev-Arm, A Ukr-Sev, A

War-Ukr, F Nor S A Fin-Swe, A Fin-Swe

Turkey(Nelson): A Smy H, A Con S A Smy,
A Bul-Ser, F Aeg S A Bul/nso/, F Gre-Ion

SUMMER & FALL 1906 ORDERS due Friday, July
27, 1973 at noon, EDST.

Press--

Rome, May 14, 1906--After being unceremoniously ousted from his resort residence in Turkey's "La Costa Nostra," and later being informed that some French boats threatened his native Sicily, Admiral Corleone came out of retirement to once again command Italy's fleets against her enemies, France and Turkey. All sorts of rumors of nasty Franco-Turkish naval attacks against Italy have come afloat (if you will pardon the pun). Therefore, the resourceful Sicilian has stated that he's thoroughly prepared to sink both...rumors and nasty foreign fleets.

Game 1972CJ, Autumn & Winter 1905

Revisited: Summer 1905--Ger R A Kie-Ruh;
Fall 1905--Ger F Den H/r/; Fall 1905 Supply
Center Chart--Austria owns Rumania, not Rus.
Autumn 1905--Ger: NMR, GM disbands F Den;
Ita: NMR, GM disbands A Ven; Rus: NMR, GM
disbands A Ank

Winter 1905--

Austria(Verheiden): B A Vie, A Bud (will be
1 unit short)

England(Schill): SP

France(Cooper): SP

Germany(Ostapovich): GM removes A Ruh, is
out of game.

Italy(Lakofka): SP, lost 1 unit

Russia(Wrobel): B F StP(NC), A Mos

Turkey(Richter): Is out of game

SPRING 1906 ORDERS due Friday, July 27, 1973
at noon, EDST.

Winter 1905 Positions--

Austria: F Ven, A Tyr, A Tri, F Ion, F Aeg,
A Hol, A Bel, A Con, A Ank, A Rum, A Vie,
A Bud (12); England: F Lon, F Iri (2);
France: F Wal (1); Italy: F Eng, F Mid,
A Pic, A Mar, A Pie, F Apu, F Nap, F Tun (8);
Russia: F Sev, F Nth, A Den, F Kie, A Ber,
A Pru, A War, F StP(NC), A Mos (10)

Press--

Vienna(OPA)--We wish to correct certain
inaccuracies in the press release from Naples
last season. First of all, Herr Verheiden's
air is not filtered four times. Any number
less than six is insufficient to filter out
the poisonous gases continuously issuing
(along with not much else) from the Italian
capital. Second, the "army" referred to
(actually the Italian Fifth Army) consisted
not only of those persons mentioned, but no
less than three cripples and four old women.
Such are the depths to which the Italian
"armed forces" (and we use this term with
tongue in cheek) have sunk as of late (sigh).
As a result, we see no alternative other than
to establish a permanent joint occupation of
Europe with our noble Russian ally, Marshal
Gurk.

Game 1972CK, Autumn & Winter 1905

Fall 1905 Supply Center Chart revisited--
Italy has 6 and removes only 1 since he lost
1 unit.

NOTE: France is now played by Doug Nelson,
3001 Hampshire Ave. N., Minneapolis, MN
55427. Doug, check #20 for addresses.

Winter 1905--

Austria(Chin): B A Bud

England(St. Johns): B A Edi

France(Nelson): R A Par

Germany(Lindauer): B A Ber

Italy(Gershenson): R F Mar

Russia(Davis): SP

Turkey(White): SP

SPRING 1906 ORDERS due Friday, July 27, 1973
at noon, EDST.

Winter 1905 Positions--

Austria: F Ion, A Vie, A Tri, A Rum, A Sev,
A Mos, A Bud (7); England: F Bar, F Nwg,
F Bot, A StP(NC), F Nth, A Hol, F Eng, F Por,
A Lon H, A Edi (10); France: A Gas, F Bre (2);
(cont. next page)

Germany: A Ber, A Kie, A Mun (3); Italy:
F Tun, F Nap, F Tyr, A Pie, A Bur, A Ven (6);
Russia: A Ukr (1); Turkey: A Apu, F Gre,
F Eas, F Aeg, A Bul (5)

Press--

Berlin--Has this game gotten to the point
that I'm the only one sending in anything to
print? Come on you guys, let's put some life
into this game. After all, it isn't over yet;
or is it? No one bothered to tell me about
it if that's the case.

Game 1972DD, Summer & Fall 1905

Summer 1905--Fra R A Mun-Ber; Rus R F Con-Bla
Fall 1905--

Austria(Leerkamp): A Tyr-Mun, A Boh-Sil,
A Gal-War, A Ukr-Mos, A Rum H, A Bul S
Ita F Con, F Tun-Wes

England(Dick): F Wng C A Edi-StP, F Lon H,
F Bar C A Edi-StP, A Edi-StP

France(Fujihara): A Ber-Sil, A Bel H, A
Mar H, F Wes H/r/, F Mid S F Wes H, F
Spa(SC)-Iyo

Germany(Chin): F Den-Nth, F Nth-Eng, A Sil-
War, A Liv S A Sil-War, A Mun S Fra A
Ber-Sil, A Ruh S A Mun, A Nor S Eng A
Edi-StP

Italy(Roll): F Naf S Aus F Tun-Wes, F Tyr
S Aus F Tun-Wes, A Pie-Mar, F Con H, F
Smy S F Con H, A Sev S Aus A Ukr-Mos

Russia(Nelson): A Mos-StP/nsu/, A Ank-Con,
F Bla S A Ank-Con, A War H/r/

WINTER 1905 ORDERS DUE Friday, July 27, 1973
at noon, EDST.

Fall 1905 Supply Center Chart--

Austria: Home, Ser, Bul, Gre, Rum, Mos (8)
Bl

England: Home, StP (4) SP

France: Home, Spa, Por, Wng, Ber, Bel (7)
Bl

Germany: Ber, Kie, Mun, Bel, Hol, Nor, Swe,
Den, War (7) SP

Italy: Home, Tun, Smy, Con, Sev (7) Bl

Russia: Mos, War, Ank, EdP (1) R2, lost 1

Press--

A Certain Foreign Power--Today reliable
sources reported that the famous commander of
the Apulia Invasion, Rear Admiral L. White,
was not executed as had been previously be-
lieved. It is instead rumored that the
Admiral was spirited away from his cell a
mere three hours before his planned appearance
at the block. The admiral is now believed to
be relaxing in a small corner of the map.
(see note after Game 1972DF)

Game 1972DF, Winter 1904

Austria(Conner): B A Vie
England(Lindauer): B F Lon
Germany(Hilliker): R F Spa(NC)
Italy(Fujihara): R A Tus, F Rom
Turkey(Blank): B F Con

SPRING 1905 ORDERS due Friday, July 27, 1973
at noon, EDST.

Winter 1904 Positions--

Austria: A Bud, A Ven, A Tyr, A Vie (4);
England: A Mos, A StP, F Bre, F Wes, F Mid,
F Eng, F Lon (7); France: F Por, A Mar, F
Iyo (3); Germany: A Gas, A Bur, A Par, A
Kie, A War, A Sil, F Den, F Hol, A Mun (9);
Italy: A Pie, F Adr (2); Turkey: A Sev,
A Gal, A Rum, A Ser, A Apu, F Aeg, F Ion,
F Con (9)

Press--

England--Although nothing definite has been
confirmed yet, the news has leaked out here
in London that the special advisor to the
Prime Minister, Henry Kissinger, has been
taken prisoner by the Austrians, and he is
being tortured beyond human endurance. Since
however, there seems to be some doubt in
everyone's mind as to whether Henry is actu-
ally human, no one here in London is really
upset. The Prime Minister has been too busy
building up the Royal Navy to make any
statements on the matter. He is expected to
have something concrete to say, both about
this matter, and concerning the Austrian
actions, by this Spring.

Munich--I found it very interesting that the
three powers playing in the chess games
originated in this game are England, Turkey
and Germany. I was rather distressed to note
that I was and am playing against the other
two. The Turkish "style" is rather like his
dippy style. Wild attacks. This time, how-
ever, his opponent won't drop supply centers.
Good luck Walt.

Constantinople--Turkey is proud to build a
Fleet in the province of Constantinople.
The new fleet will be commanded by that
infamous Chinese mercenary, Re Lee Hi from
the Sung Tau province of Northern China.
Naples--Sultan Blank wishes to commend the
galant Italian defense of Naples in what has
been a costly Turkish victory at the hands
of a highly regardable foe. The Italians
held several fearsome charges by Turkish
Jassenanes and Assassins finally after having
to deploy added forces to be sure to give
adequate protection to the Hospital (N. Naples)
and to the Church of St. Peter (S. Naples)
(cont. next page)

was the Italian positioned weakened sufficiently to allow the Turkish forces to break into the centre of the city. Pockets of resistance are still being mopped up to Naples North.

TO HAVE A DRAW OR NOT
IN GAME 1972DD?

Two players called up by phone and asked if they could have the GM call for a vote on a draw. The one withdrew his offer after a talk, but the other still wants it. The rules governing a draw is covered in the house rules. In brief, it must be agreed upon unanimously and all surviving countries share equally in the draw. Of course, the actual finish may be of concern to some rating systems and their raters. But, it must be unanimous and a draw for everyone. Send your vote along with the orders for next season: Is Game 1972DD to be called a draw?

THEM CHESS GAMES...?

- Game #1: Wh-Fish Harbor, Bl-Fobby Bisher
3. KN-KB3 P-B5
4. P-QN3 Q-R4(ch)*
5.
Game #2: Wh-Fobby Bisher, Bl-Sorris Bpasky
6. BxP(ch) NxB
7. Q-B3(ch) N-KB3*
8.
Game #3: Wh-Sultan Blank, Bl-Joe Pro
3. Q-KB3 N-QB3
4. Q-QB3
Game #4: Wh-Schmoe, Bl-Joe Pro
4. P-Q4 P-Q3
5. N-KB3

* denotes moves on conditions. Underline moves are new since last issue.

THE PUZZLE CONTEST

The scores for the first round:
John Piggot--30
Eric Verheiden--39
Doug Hollingsworth--32
James Massar--41 g
Howard Mahler--42 vug
Mahler's set up: cay
The letters for the second gun u
round are: E, E, O, O, U (all at
worth one), C (3), D (2), 1
L, L, N, N, N, T (all 1's),
and P (worth 3) Good luck.

LETTER TO THE EDITOR

This one's from Howard Mahler with his remarks on the Top Secret article of last issue:

I think "Top Secret" was really an excellent article; let's have more like it. I might add the following secret:

Time your attacks! For example, Country B attacks C. You and C are on opposite sides of B. It looks like unaided C will lose to B. You've decided to aid C. Do you rush right in? Many times the answer is no. Without a stab, it usually takes two years before B will get a center from C. You therefore wait a season or even two to give B plenty of time to commit his units to the attack on C. Meanwhile B is gaining trust in you while he's also weakening his defense against you. Then hopefully your attack on B comes as a complete surprise and just in time so that B's gains from C are partially or totally cancelled by yours from B. Now you and C should win against B with YOU picking up the majority of B. For examples of this technique see Game CD in 1905 (You=Fra, B=Ita, C=Tur) or BJ in 1907 (You=Ita, B=Aus, C=Rus). Of course, if you had a defensive treaty with C, not to mention an alliance with B or C, some people might find this strategy morally repugnant.

SOME FAMOUS QUOTES

A Politician, Proteus-like must alter
His face, and habit; and, like water, seem
Of the same color that the vessel is
That doth contain it; varying his form
With the chameleon at each object's change.
--Mason.
Who's in or out, who moves the grand machine,
Nor stirs my curiosity, or spleen;
Secrets of state no more I wish to know
Than secret movements of a puppet-show;
Let but the puppets move, I've my desire,
Unseen the hand which guides the master wire.
--Churchill.
.My right has been rolled up. My left has
been driven back. My center has been smashed.
I have ordered an advance from all directions.
--General Foch, WWI
War is the greatest plague that can afflict
humanity; it destroys religion, it destroys
states, it destroys families. Any scourge is
preferable to it.
--Martin Luther
As long as war is regarded as wicked, it
will always have its fascination. When it is
looked upon as vulgar, it will cease to be
popular.
--Wilde

DIPLOMACY NOTATION by Eric Verheiden

A good Diplomacy notation system should have certain obvious features. It should be clear unambiguous and more or less self-explanatory. As a matter of convenience for the gamesmaster, it should be compact, relatively easy to use and not conducive to error. One final feature which might be desirable is for it to clearly show "where the action is", i.e., where unsuccessful orders and retreats are occurring, without actually setting up the board. This would entail in addition to the underlining of unsuccessful orders that a distinctive notation for retreating units be utilized.

With the exception of the handling of retreats, most systems do a fairly good job in common situations; it is more uncommon situations in which the ambiguities begin creeping in. In many systems, retreats are placed in a separate section of the moves; often there is no way to tell just from looking at the main body of the moves whether a unit's order was merely unsuccessful or whether the unit was dislodged. Some of the more uncommon situations alluded to above include disrupted as opposed to merely unsuccessful convoys, impossible orders and orders for non-existent units.

With that in mind, the following system, which generally extends the old Erehwon System, has been devised: (initials AEFGIRT denote nationality)

1. Unsuccessful orders: unsuccessful orders which are nonetheless legal and possible are underlined. This includes unsuccessful attacks (but not disrupted convoyed attacks), cut supports and dislodged fleets attempting to convoy. For example:

- a) EA Lon-Bel, EF Eng C A Lon-Bel, GA Bel H
- b) RA StP-Nwy, RF Swe S RA StP-Nwy, GA Den-Swe
- c) FA Spa-Tys, FF Iyo (Wes, Mar, Pie, OTB) C FA Spa-Tus, IF Tyn-Iyo, IF Tus S IF Tyn-Iyo

2. Impossible orders: appropriate portions of impossible orders are slashed out; orders for non-existent units are slashed out altogether. Impossible orders include illegal orders (including supports for non-existent or incorrectly designated units) and disrupted convoyed attacks. Such orders are not underlined (being essentially hold orders) unless the units are dislodged. Examples:

- a) AF Bul (s.c.) & RA ~~Bel-Tus~~, RA Sev-Rum, AF ~~Rum-Bel~~, (AA Rum H)
- b) RA ~~Wes-Bel~~, RF ~~Rum~~ (Sev, OTB) & RA ~~Wes-Bel~~, (RA Ukr H), TA Bul-Rum, TF Bla S
TA Bul-Rum

3. Retreating units: original location of retreating unit is slashed out and followed immediately by a parenthesized list of spaces open for retreat, if any. Annihilated units are followed by (A). Examples: see above and:

- a) IF ~~Syr~~ (A)-Eas, TF Eas-Syr, TF Smy S TF Eas-Syr

4. Support or convoy for a unit moving in a direction other than anticipated: order is treated as an unsuccessful order as in (1) above with a question mark at the end of the order, e.g.:

- a) GF Nth C RA Nwy-Yor?, GF Edi S RA Nwy-Yor?, RA Nwy-Swe

5. Support usable only for defensive purposes: support is semi-underlined. This arises when a country supports a move against one of its own units, often to block an anticipated enemy attack while still allowing the unit to move, e.g.:

- a) GA Mun-Bur, FA Bur-Mun, FA Ruh S FA Bur-Mun, IA Tyo-Mun, GA Ber & GA Sil S IA Tyo-Mun

6. Unordered units: unit is supplied a hold order in parentheses (see above). Such a system would represent a real improvement in clarifying adjudications. In view of the unsatisfactory nature of certain sections of the rulebook--let alone obscure houserules used by certain gamesmasters--the more clarification, the better.

Comments and/or questions are invited.

Impassable--We use a far simpler system that allows the readers/players to figure out what has happened. The more detail that is supplied by the gamesmaster, the more work is needed to adjudicate. However, the simple systems do not help the players as much as a more detailed system might. This is the basic problem in systems versus gamesmasters' time and energy. I'm willing to print anyone else's ideas on notation. I know that many gamesmasters have their own systems. Perhaps we should have a forum on this topic? If so, then please reply to either Eric with your suggestions or to me for print in Impassable. Many thanks to Eric Verheiden for a fine article and an immaculate study of a system for game notation.

THE IMPASSABLE GOES TO CHICAGO
by your favorite pubber

During June 21-25, Army Carlisle rampaged throughout the near Mid-West all the way to Chicago for the DipCon. First stop was about twenty miles west of Carlisle at the Blue Mountain Howard Johnson Restaurant. There, I picked up Larry Moran, a Canadian attending Princeton U. Together, we proceeded to Lebanon, Indiana--the Hoosier State (named after the famous Hoosier Archives therein). No problems in getting there, but curiously, the local architecture did become freakish once we passed the Ohio-Indiana border. In Indiana, the English Tudor apartment houses, and the ultra-modern small skyscrapers all stood out like sore thumbs.....you could see them miles away over the flat topography of Indiana.

Following directions from Walter Buchanan, we made it to his house near Lebanon. Once there, we found that they weren't home! Both Walt and I had miscalculated the time it would take us to arrive there--by one hour--the difference in time zones! At least the weather wasn't spouting infamous Indiana tornadoes, and Larry and I played a game of chess under a tree in their front yard.

Exactly an hour later, they arrived bearing Doug Beyerlein and Conrad von Metzke with them. So, around 8:00 Indiana time on Thursday, we were ready to settle in for the night. But first, we talked about the hobby--rather Conrad, Doug and Larry talked about how to stab and attack their enemies in their games. Walt and Carol were very nice hosts and we got to see the famous Hoosier Archives.

Everything was going nicely on the "grand tour" except when I got stuck in the elevator with Walt's only copy of my Impassable #0 issue. I wanted to have the corner on that issue, and had overlooked the fact that I sent a copy to Johnson of New Jersey who in turn sent it to Walt. Well, I smiled and said that I was taking it "up" for better light to read it. Walt's eyes still slanted in an angry mood and I could tell that my story wasn't believe. Anyhow, before I could explain better, Walt grabbed the issue out of my hands. Well, at least I have a copy of my own. Sigh.

That night, I, Larry and Conrad slept over at Walt's father's house. He was also very nice (all Indianians are very nice--something to do with their weird architecture?) and we slept well there. The next morning, I was up at about 8 a.m. and ended up helping Walt's father with rounding up stray cattle. Meanwhile, our two heroes, Conrad and Larry slept like babes until about 9:00 a.m. Soon after they got up, we all watched the splash down of the Skylab crew in living glorious color.

Right after that, we trooped over to Walt's house down the road. Over there, we talked some more, had lunch and put together the IDA Handbook--all fifty pages of it. By late afternoon, we all were ready to march on Chicago and the DipCon. So, we all got into our cars and started driving for Chicago--but, we had a one hour delay when Walt discovered that he had forgotten to bring along the inlaid wooden Diplomacy board that was to be first prize at the DipCon Tournament. Oh well, you can't win them all.

Despite the hour delay, we made it to Chicago around 6:30 p.m. (I think), and after settling down into the hotel, we went our separate ways. I went with a group of New Yorkers and the Youngstown Gang (a dark and evil combination!) to eat at a local restaurant. The food was excellent and the conversation was exhilarating.

The next thing I remembered was that I was playing in Jeff Key's Lord of the Ring variant game. As last year, I was again Gondor who is right next door to the bad guy: Sauron. I was lucky to hold out until Sauron was defeated! A most enjoyable game and sometime I will want to run a section of it. When that game came to an end, I went upstairs to another floor in the hotel to watch a game of my own variant Europe 1721. I brought my giant painted boardmap with the revisions for 1721. The game was well-balanced and if I have time, there will be a report on that elsewhere in this issue of Impassable. That game ended at 4 a.m. in the morning.

While everyone else was getting up early Saturday morning to play in the tournament, I slept late and was up around lunch time. First thing I did later was to join the orgy in the hotel's ballroom. The place was jammed with Diplomacy players and wargamers as well as miniature players. I went over to the tournament and watched a few of those games. Then, I set up a small booth to sell the Diplomacy Handbook for the IDA. We made a lot of sales and new members during that day. That kind of tied me down until the first round was over at about 5-5:30. All wrapped up with the DipCon tournament end, I joined Walter Buchanan, his wife and son, Doug Beyerlein and our Japanese expert, Steve Cooper; for my first

(cont. next page)

Japanese dinner. The curious thing was that while we ate there, we were the only non-Japanese customers they had! The food was good and though I didn't like the Sake, I enjoyed the dinner as a whole. I'll have to keep that place in mind for next year's feast.

Filled up with a good dinner, I was in a jovial mood for the IDA General Meeting that started at 8 p.m. and lasted four hours until 12 p.m. that Saturday night. We covered a lot of ground despite the great amount of opinions that were voiced at the meeting. It was well attended and we felt it was a successful meeting.

I rounded up players for a second game of my 1721 variant right after the meeting. As on Friday night, we played in Bruce Chin and James Massar room. This time, the game lasted til 6 a.m. in the morning! You can bet we all were tired, and again I was happy that I wasn't playing in the dippy tournament Sunday. However, only seven people were playing in Sunday's final, but we all still wanted to be up. I slept late, again, and woke up just in time to see the game from its middle game situation. We sold some more handbooks, and I took time out to look around on the wargames and miniatures plus the game companies' displays of their games and wares. I ended up buying a few more games, the nut I am for games.

Later on Sunday, the people began leaving--all but the dippy players in the final game. That game wasn't going anywhere and in the end, it was decided that Conrad von Metzke and John Smythe would share first place. With that done, they were paraded around and speeches were made in their behalf, etc. Oh, I forgot to mention that earlier the CBS local station filmed the Game Show, but I didn't get to see it on TV--I don't think they put it on air. With everyone leaving, there were only a few of us left for Sunday night--mostly people from the East and in particular, from the New York area. After a quick dinner with Bruce Chin and Fred Davis, we got a third game of 1721 going. By using my chess clock, we kept the game within reasonable time limits and finished it at an early 2 a.m. The New Yorkers were the ones worst off since they had to leave at 6 a.m. in the morning. Me? I slept late again! I was probably the last one to leave as I left at 10:00 in the morning straight for home. In eleven hours, I arrived in Carlisle tired but happy. The A Car-Chi invasion was a great success and I didn't mind the retreat at all. #end#

People who I saw....

Just for the hell of it, I thought I would list those I saw at the DipCon. Here I go: The Buchanans, Beyerlein, von Metzke, Moran, Lakofka, Birsan, Hilliker, Biehl, Cooper, Fred Davis, Lewis Pulsipher, Nicholas Ulanov, Peter Weber, Herb Barents, Calhamer, John Moot, Tomnesen, Wrobel, Lind, Chin, Jeff Key, John Smythe, Mahler, Keller, Massar, Dick, Pandin, Winter, Duncan, Anderson, Barnhart, Blume, Boston, Burce, Cockrell, Cox, Davison, Gorham, Kitzmiller, Lewis, Lurvey, MacIntyre, Mason, McCuiston, Pengelly, Pitsch, Reynolds, Seaton, Skaja, Smith, Williams, Antosiak, Stevens, White, Fish, Proujansky, Blandin, and many more. A lot of more people I can't remember simply because there were so many and/or I didn't get to talk to them very much. In any case, you can tell that one can meet a lot of people by going to a DipCon. This is it, folks. I'm out of time and out of stuff to print. Peace!

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